

MilAtari Limited Edition

Vol. IX, No. III
March 1990

This Month:

General Meeting

Sat., March 17th, 12:00 Noon
Greenfield Park Lutheran Church
1236 S. 115th St., West Allis

Exec. Board Meeting

Sun., March 25th, 7:30pm
Pepino's, 9909 W. Appleton

Next Month:

General Meeting

Sat., April 21st, 12:00 Noon
Greenfield Park Lutheran Church
1236 S. 115th St., West Allis

Inside:

8-Bit PD Library Returns!	2
QUARTET.....	3
Bits 'n Bytes	4
ST PD Update	5
ST CAD-3D SIG	6
ST Supplementary PD Update....	7
Questions for Bob Brodie.....	7

Michelle Gross

From The President

Atari Dealerships rapidly expanding in the Milwaukee area!

Does this sound like something you've been dreaming about, a figment of your imagination, or an unrealized expectation somewhere in the category of the advertising campaigns we've been waiting to see materialize for years now? It may be all of the above, but today, finally, it is also a reality.

A new retail establishment, Computer Concepts Ltd. has opened its doors at 6414 S. Howell Ave. in Oak Creek. Bob Desmarais, who you may have known from his past employment in an area music store, will be promoting Atari hardware and software, as well as providing a full range of services, from training on specific software titles to laser printing. His refreshing positive attitude and enthusiasm towards the Atari product line is a much appreciated addition, and a welcome change to the Milwaukee Atari community.

Computer Concepts will be open 8:30 to 5:30, Monday through Friday, or by appointment. The number down there is 762-7740, so give him a call, or stop in sometime soon, and be sure to mention that you are a MilAtari Member.

Another established Milwaukee retailer, Computability, has also announced that they will again be carrying Atari hardware. They will also have an inhouse service center for repairs.

It seems, at least in our area, Atari is making good on their commitment to expand the dealership base in the United States. Now if we could just see some advertising....

Terry and Julie Kraus at Micro Magic in the Falls continue to provide software support, as well as equipment upgrades, repair and service. Terry is another supporter of the Atari product, but at this time he is not an Atari dealer. With the way things are going around Milwaukee, who knows what the future will bring in that respect for Micro Magic.....

Things are moving along in the club as well. I am happy to report that David Glish will be our new 8-bit Librarian, replacing Bob Marsolek. David will have some new disks for our March meeting, so be sure to see him then.

I have also appointed Dr. Armin Baier as our Public Relations Officer. Armin has been doing quite a lot of work in many areas: special events, assistant to Dennis and Lee, and he has been a very active and enthusiastic member for some time. However, none of his past titles gave him a vote on the board at board meetings, according to our bylaws, but this new appointment will take care of that. My thanks to Armin for accepting this appointment, as well as for all the work he has done for the club. He is a most valuable member and friend to all of us on the board!

Finally, a report on our BBS. As of today, I am looking at a matter of days before our bulletin board is running again...by the time you are reading this it should be back online. We apologize for the terribly long delay in getting back up, but hopefully the wait will have been worthwhile. Rich will have the newest version of Citadel online, and with a little bit of luck, (and approval on any related expenses) we'll be able to network with other boards, including another Citadel board in the Minneapolis area and maybe even Usenet.

One last reminder that the Midwest Atari Swapfest '90 is fast approaching.

MilAtari Ltd.

The Milwaukee Area
Atari Users Group
Post Office Box 14038
West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are \$20.00 for individuals, \$25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

MilAtari Ltd. Officers

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VP - 8 Bit	Bruce Rahlf	483-0464
VP - 16 Bit	Tom Bardenwerper	332-6762
Secretary	Linda Heinrich	421-2376
Treasurer	Dale Phillips	634-0200

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Cashier	Ed Newman	628-2556
Kid's Corner	Chuck Dahms	774-8911
Newsletter	Doug Raeburn	255-4342
Pub. Relations	Dr. Armin Baier	774-1673

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8-Bit PD	David Glish	
8-Bit PD Asst.	Help wanted	
ST PD	Dennis Wilson	546-0282
ST PD Asst.	Carl Verbanac	453-3940
ST PD Asst.	Bill Janutka	543-7609
ST PD Asst.	Bob Bobinger	466-9341
Copyright	Lee Musial	327-5376
Copyrt. Asst.	Dr. Armin Baier	774-1673
Publications	Everett Rantanen	327-4393

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Piracy of legally copyrighted software, hardware or documentation is hereby recognized as illegal and a detriment to the goals of MilAtari Ltd., and shall not be sanctioned by MilAtari Ltd.

8-Bit PD Update Makes a Comeback!

MilAtari Ltd. 8-bit Public Domain diskettes will be available at the March general meeting for \$2.50 each. The entire library will be on hand as well as new March selections. The list of the contents of the March disks is not available at this time, so be sure to attend the meeting to check it out. Be sure to show your support for David Glish, our new 8-bit PD librarian by stopping by to pick up some PD disks.

Look for the return of the 8-bit Update in our April newsletter.

Thank you for your patience!

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Tom Bardenwerper

QUARTET

Mfg: Microdeal
List Price: \$45.00
Type: Music machine program
Rating: Excellent

What's That Sound Coming From My ST?!

Are you a "would be" electronic musician? You would be... but you can not afford a expensive synthesizer, the seemingly endless plethora of "optional" MIDI equipment, not to mention how intimidated you feel trying figure out those thousands of buttons, switches, dials and blinking lights these high tech machines have! Well, if you have an ST, you've got all the equipment you need. Add a new program from Microdeal called QUARTET and you have a complete digital synthesizer!

Quite simply, QUARTET is amazing. The idea is to give a similar sound quality to that of an AMIGA from the ST's internal sound chip. The secret is in using digital samples of various musical instruments. The result is your monitor outputting high quality digital music that sounds very much like the real thing.

For all purposes, QUARTET is a musical instrument in its own right. Accordingly a prior knowledge of music (namely being able to read and/or play) is recommended. Therefore it is not in the scope of this review to instruct you on the various features of QUARTET rather, briefly describe what QUARTET has to offer all you now, "can be's".

QUARTET is a unique program that combines the control of a rather simple four track sequencer with the ability to retrieve 16khz digital samples for a sound source at a "NO WAIT STATE"! This means that your computer has been transformed into a four voice polyphonic (play four separate voices independently, simultaneously)

synthesizer, where the software contains both the notation sequencer and the voice samples that can play at real time.

QUARTET features a four track sequencer somewhat similar in its rudimentary appearance and functions to Music Studio. It offers all the basic musical functions that will allow you to create compositions. Among its many features are the following:

- You can change voices from within a single track.
- You can loop portions of a single track together.
- You can link notes and SLIIDE notes.-
- Specify a time signature and create custom time signatures.
- You may transpose notes up or down.
- Adjust the tempo or speed.
- You may cut and paste blocks of music.
- Features MIDI compatibility: Poly play, real time playing through your MIDI keyboard. Also a real time record mode through playing your keyboard. (A very easy way to lay down music)
- You may adjust the frequency or pitch of the tones.
- You may add your own voice samples if you have your own digital sampler or access to sample disks. QUARTET then includes a separate program to manipulate these samples, clean up distortion, and convert the file format for use with QUARTET.

Finally, QUARTET includes another program that allows you to incorporate songs into your own programs-through any language that interfaces well with GEM (such as C).

Obvious features such as eighth notes, quarter notes, half's etc. plus a variety of rests, timing signatures etc. are all fundamental to QUARTET's sequencer. The general operation is extremely easy with point and click commands and pull down menus. I had good sounding music pouring from my monitor within a few minutes of opening the package! It's literally that easy to use. QUARTET comes with a variety of digital sounds like a piano, electric synth, bass drum, snare, clarinet, saxophone etc., and with the ability to add your own samples, the sound possibilities are limitless! (The author claims he will be posting PD samples up on GENIE also, and encourages others to do the same)

So... now you ask, "what does this thing sound like?" Well, on first "fire up" I loaded one of the included demo songs, clicked on play and let her rip... To my amazement QUARTET sounded great! Very much like a synthesizer, but with an obvious digital "twang" to it. The best way I can describe its sound is as "mechanized". If you have any games with a digital music intro then you'll know what I mean. What blows me away is how QUARTET handles these sounds at real time. There is no disk accessing during playing as the digital source is already loaded into memory. Therefore access to various voices is instantaneous, which accounts for QUARTET's incredible speed. (I still have not gotten used to that!)

QUARTET is not a professional musical tool, nor do I expect it is intended as one. (Except for programmers, ...great musical intros etc.) However, it will certainly pose as an excellent alternative musical synthesizer for those of us "computer hobbyists" that would like to play with electronic music but not to the extent of investing in all the rather expensive MIDI equipment. For the extremely reasonable price of about \$45.00, QUARTET fills the ATARI slogan of POWER WITHOUT THE PRICE, in a BIG way! I would have easily paid twice that and

Continued on next page

The editor and friends

Bits 'n Bytes

Well, I'm back again, after a 1 month absence. Hopefully, the BBS will be alive and well by the time you read this, and things with the newsletter will get back to normal. Most of the articles for the newsletter are exchanged through our BBS, so it's much harder to get articles when the BBS is down. I guess I just took it for granted... never again! But I would like to thank Rich for taking all the time and putting up with all the headaches involved to get us back on-line. I would also like to express my appreciation to those of you who went out of your way to get your articles to me while the board was down... you saved my life (not to mention my sanity!)

New Members for February

Please welcome the newest additions to our ranks:

Dennis O'Boyle owns an expanded 520ST, and will soon be using it for commercial desktop publishing.

James Dallas runs a Mega 2 color system, and he's looking to expand on the use of his computer with applications.

520ST owner **Sunny Singh** describes himself as an advanced user who is interested in programming, the BBS and PD software.

8-bitter **Lee Bettinger** lists himself as a beginner who owns both an 800 and a 130XE.

Information and ideas are the pursuits of **Dennis Larson**, a 16-bitter with a 1040ST monochrome system.

Glad to have you with us! Hope you find your membership enjoyable and informative!

EXEC-PC

Better late than never... as promised (and intended for February, but the best laid plans...) here is the information on EXEC-PC. As I mentioned at the January meeting, EXEC-PC is a national commercial bulletin board that supports a variety of computers, including MS-DOS machines, MacIntosh and the Atari ST. The ST section is fairly new and just starting to grow. The MS-DOS section contains thousands and thousands of files already, so if the ST section gets enough support, well, who knows?

What can you get from such a BBS? A large variety of public domain and shareware software is available, from games to accessories to applications. Also, Atari specific forums help put you in touch with other owners from across the nation, to exchange ideas, ask questions, etc.

How much does it cost? Compared to other national

boards, it's a real bargain. For a flat fee of \$60.00 per year (or \$20.00 per quarter), you get 7 hours per week of on-line time, as well as up to 4 million bytes in downloaded files per week. When you upload a file, you get 4 minutes time credit for every minute of upload time. Those of you who frequent GENIE or COMPUSERVE know that at \$6.00+ per hour of on-line time with those services, you can rack up \$60.00 in a month or two with no problem, so EXEC-PC is a great value. Although the number is not toll-free, EXEC-PC is located in Brookfield, so access for most of us is a local call!

The number for EXEC-PC is (414)789-4210. Settings are 8-bits, no parity, 1 stop bit and full duplex... fairly standard stuff. You can get limited access for free to check it out. I encourage you to do so... with ST support getting somewhat scarce in some areas, our members' support of this BBS could contribute substantially to yet another national support network for our computers. There's NO obligation whatsoever, so what do you have to lose? Give it a try!

Free PD disks for articles

As mentioned at the last meeting, starting with this issue of the newsletter, anyone contributing an article (excluding notices and regular columns) to the newsletter earns a free regular PD disk of his or her choice. The article must be at least 1/2 page long (about 2500 bytes). Just see me at the General meeting to redeem your disk. So, PLEASE support your club (not to mention your humble editor) and write an article! You'll be treating yourself to some great PD software when you do!

That's all for now... talk to you in April!

P.S. - Don't forget that the Midwest Atari SwapFest is coming up in April. Should be quite an event, with all the new and used items, as well as an appearance by Bob Brodie! Hope to see you there!

Quartet

from previous page.

had been more than satisfied! (It's that good) Microdeal has a real winner here, and hopefully they and their programming staff will be rewarded with brisk sales. I for one, after returning this review copy, plan to purchase it immediately...and I already have a synthesizer!

From the President

from page 1

We now have tickets available. Purchase yours at the March meeting for \$2.00. We also have a limited number of tables left for rental at \$10.00. A number of tables have already been reserved by software retailers, user groups and even software developers. Be sure to make this event!

-Michelle

Don't forget elections are coming in April....nominations will be taken at the March meeting

Dennis Wilson

ST PD Update

MilAtari Ltd. ST Public Domain Library Disks are available at the meeting at a price of \$3.50 per disk, and through mail order at \$4.00 per disk. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

DISK 251 - UTILITY DISK

- ARCIT113:** A folder containing ARCIT.TTP, ARCITSHL Ver 1.13, DEARCIT, and UNARCIT, UNZZIT, and their associated documentation files. ARCIT is a utility which enables you to ARC or unARC entire disks, including folders. It does not have to be in the same folder as the ARC file. ARCITSHL is the GEM graphics interface for ARCIT.TTP. DEARCIT and UNARCIT both dearc all ARC files in a directory, placing the files from each in a folder. They have slightly different features. The author claims that these programs run faster than other ARCing programs since they were written in C rather than compiled Basic. UNZZIT unLHARCs, unZIPs and unZOOs files.
- DISKEDIT:** A sector editor, Version 1.08 - A disk editor for edit disk sectors or sectors of a particular file.
- STMIRR02:** ST Mirror, a Hard Drive Utility for the Atari ST - This program was created to protect your hard drive from a virus or accidental erasure of the Boot, FATs and Directory sectors of any hard drive partition. This is done by creating two data files from the information found on your hard drive. One file contains the Boot, FATs and Directory sectors while the other

contains a complete root directory listing of the mirrored partition. Also if you are about take on the task of cleaning up your hard drive, then you will want to run this program first, that way if you delete a file or even a folder by mistake you can recover it using the restore option of ST Mirror.

DISK 252 - UTILITY DISK

- CACHEV35:** Cold Hard Cache 3.5 for the Atari ST and MEGA ST Computers With or Without a Hard Disk - Cold Hard Cache is an easy to use disk cacheing program that works with both hard drives and floppies. Disk cacheing improves DISK I/O speed by keeping the sectors that are used most frequently in RAM. The I/O speed of a cacheed drive will be between that of a RAM disk (very fast) and the uncached drive (much slower than a RAM disk). Benefits are faster disk operation, longer life for your disk drives, and longer life for your media.
- EASYTEXT:** Easy Text Ver 1.2 - a WYSIWYG (What You See is What You Get) page-based DTP software package designed especially for the Atari ST (including Mega) computer and the GEM operating environment. It has been designed to be easy to learn and intuitive to operate. Full advantage is taken of usual GEM features such as windows, drop-down menus and dialogs/forms. There is an example EASY TEXT page included which can be viewed before getting into EASY TEXT which will give some idea what the program can do. Five fonts and an accompanying ASSIGN.SYS file are included for use with the program.
- IMGPRINT:** A program for printing out your .IMG files.
- IMGSHOW:** This .IMG Slide Show program allows the viewing of monochrome .IMG files in any resolution (Low, Medium, High & Viking 1). The user has control over speed, titles, slide order and other attributes through the use of an optional script file. You may specify multiple search paths and/or filenames with full wildcard support.
- UNIPLAY2:** A program which plays all digitized sounds created with Soundoff, ST Replay, and DigitSound ST.

DISK 253 - GAME DISK

- BELLUM:** BELLUM is a fast action Space Invaders-type game of destruction. The aim is to try and survive for as long as possible against an endless onslaught of suicidal aliens. It runs in low resolution and can only be played using a

Continued on next page

ST PD Update from previous page.

joystick.

BLOCKADE: Alien Blockade - A simple-in-concept, but totally addicting Qix- type game. Very colorful and well done. This is one of those games which can be played for a few minutes now and then for almost forever and still keep you amused.

ENG_RISK: The Risky Construction Set - A public domain computerized version of the board game Risk. Included is one monochrome scenario, CANARIAS.RIS, which is set in the Canary Islands. Some preliminary tests indicate it should be possible to produce a color scenario with the editor program. The editor is the nicest feature of this set. You can define any gameboard and situation you like. Up to six players may be selected, controlled by people or the computer.

RCLOCK: A Rubik's Clock Emulator - Good old Rubik has come up with another device to frustrate people. It's called "Rubik's Clock" and it's a device with two faces with 9 "clocks" on each side, 4 buttons and 4 "wheels" that you can move to move various combinations of clocks on both sides of the device, depending on which wheel is turned and the positions of the buttons. The object of all this is to get all clocks on BOTH sides to point to 12 all at the same time. One constant frustration when playing with a Rubik's Clock is the fact that "clocks" on BOTH sides are moving when you move wheels; you are constantly flipping the thing over to check what is going on the other side. Enter the "Rubik's Clock Emulator". This GEM program emulates what the Rubik's Clock does in software. One main improvement is the fact that you can see BOTH "sides" at the same time and watch the movement of the "clocks" as you fiddle with the buttons and turn the "wheels".

SMALLMAP: A folder with 8 maps for the game Empire. They contain maps with a small number of cities for when you are in the mood for a quick game. Having a small number of cities to conquer requires developing a "Blitzkrieg" type strategy.

DISK 254 - GAME DISK

INVADERS: Another colorful version of Space Invaders.

SHADOWBX: A colorful board game of you against the computer. No instructions with this one, so part of the fun is figuring out the game.

RING: Der Ring des Nibelungen - A text adventure based upon the operas of Richard Wagner.

Made with the Adventure Game Toolkit.

DISK 255 - GAME DISK

SNAFU: The Snafu Principle - A monochrome version of Snafu. One or two players, with a tournament mode. No instructions with the game, so this is another one for you to figure out!

STARTREK: The Klingon empire has watched the Federation very closely and came to the conclusion that the Federation is weak and ripe for conquest. So the Klingon empire has dispatched five Klingon D7 class battlecruisers to see how far they can penetrate Federation territory. The Federation has been caught off guard and had no ships in the immediate area to fight the Klingons. The only ship that is closest to this threat is the U.S.S. Enterprise, so your mission is to attack and defeat the Klingon warships. A temporary starbase has been sent into that area in case the Enterprise is severely damaged. Since the starbase is also in danger of being destroyed, they will have to leave the area after you dock for refuel/repairs. The object of the game is to destroy all five Klingon warships in your 8 X 8 area of the universe.

* * *

ST CAD-3D SIG

The MIDI sig is on hold this month so I can do a SIG on one of my favorite programs...CAD-3D. While this is certainly not a new program it is definitely one of the best. CAD-3D is not what I think would be called a professional tool; however it is so unique, easy to use, and powerful that that I just love to "play" with it and see what neat objects I can create. Cad-3D is titled as a three dimensional modeling tool and animation system, and this it does very well. In addition to showing you how to create three dimensional objects, expand, shrink, zoom, and rotate around them, I have a special treat in store for you. LCS glasses, Liquid Crystal Shutter glasses that when worn, portray CAD-3D objects in TRUE 3D! They have to be seen to be believed! Objects literally stand outside or inside the screen! I have an animated slide show demo prepared for this and I will be using an upstairs room that we can darken for the best effect. Obviously only one person at a time can use the glasses so your patience and cooperation will be appreciated.

...See you at the SIG,

Tom Bardenwerper

ST Vice President

Bill Janutka**ST PD Supplementary Library
Update**

DISKS 036-037

DYNACADD 1.5 DEMO (DS ONLY, MONO ONLY,
1MEG MIN)

This is a complete working version of the DynaCADD program, however, some features have been deactivated. One of the features that has been deactivated is the save feature. DynaCADD 1.5 requires a minimum configuration of a double sided disk drive, one MByte of RAM and a monochrome monitor. This is a full featured CAD package with good documentation. Very nicely done. It comes on two double sided disks. The basic program is over 400K long and cannot be fit onto a single sided disk.

**Bob Brodie To Appear at
SwapFest**

As announced at the January General Meeting, Bob Brodie, the Manager of User Group Services from Atari Corporation, is scheduled to appear at the Midwest Atari SwapFest, which is co-sponsored by MilAtari. We're certain to have many questions for Mr. Brodie. We would like to assure that our question period for Mr. Brodie is well organized, in order for us to benefit the most from his presence. To help provide for this, please begin to think of any questions that you might have for Mr. Brodie and give them to a board member at either the March General or Board meeting, or send them to our P. O. Box. The board will organize a list of questions to present to Mr. Brodie. Questions from the floor will be entertained as time permits, after the list is addressed. Here's our chance to talk to Atari... let's make the most of it!

Announcing...

**The Midwest Atari
SwapFest '90**Sponsored by LCACE and MilAtari
LTD**Date:** Sunday, April 22, 1990**Time:** 10:00 - 4:30**Place:** The Diplomat
Gurnee, Illinois
Across from Great America
40 minute drive from
Milwaukee**Admission:** \$2.00 per person
(Prepurchase from user
group)
\$3.00 per person at the door**Scheduled
to appear:** Bob Brodie, Manager of
User Group Services of
Atari Corporation.

There is a \$10.00 table charge for user group members who wish to sell items. For details, contact one of your board members.

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